IN THE CLAIMS

  The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with <u>underlining</u> and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

  Please **AMEND** claims in accordance with the following:

  1. (CURRENTLY AMENDED) A <u>computer </u>client/server system comprising:
a <u>computer </u>server, comprising:
    <u>a server application;</u>
    client-side software at the server ~~to generate~~<u>in communication with the server application and generating</u> operating instructions for an I/O device connected to a <u>computer </u>client;
    a client-side device driver at the server ~~for~~<u>controlling</u> input-output ~~control of~~<u>to</u> a client-side I/O port controlling the I/O device connected to the client, based on the operating instructions from the client-side software at the server; and
    a virtual I/O port at the server ~~to provide~~<u>interfacing with</u> the client-side device driver at the server with an interface having same function as ~~an~~<u>the client-side</u> I/O port ~~at the client as the client-side I/O port for the client-side device driver at the server~~ by transmitting an input-output control received from the client-side device driver at the server and informing the client-side device driver at the server of an event received from the I/O device connected to the client; and
  a <u>computer </u>client ~~in communication with the server and~~ connected to the I/O device, the client comprising:
    a client-side device handler <u>in direct local area network communication with the virtual I/O port in the server and receiving </u>~~to receive~~ the input-output control from the virtual I/O port in the server and ~~to~~<u>redirecting the event from the I/O device connected to the client to the virtual I/O port in the server by transmitting </u>~~transmit~~ the event~~, from the I/O device connected to the client,~~ to the virtual I/O port in the server,

wherein the <u>client-side</u> I/O port ~~at the client~~ controls the I/O device connected to the client according to ~~an~~<u>the</u> input-output control from the client-side device handler<u>,</u>

<u>wherein the server application transmits an application processing result to the computer client via TCP/UDP socket communication, based upon the event received from the I/O device connected to the client via the direct local area network communication.</u>

2.   (CANCELLED)

3.   (CURRENTLY AMENDED) A <u>computer</u> server in communication with a <u>computer</u> client, comprising:

<u>a computer controller executing</u>

<u>a server application;</u>

client-side software at the server ~~to generate~~ <u>in communication with the server application and generating</u> operating instructions for an I/O device connected to the client;

a client-side device driver at the server ~~for~~<u>controlling</u> input-output ~~control of~~<u>to</u> a client-side I/O port controlling the I/O device connected to the client, based upon the operating instructions from the client-side software at the server; and

a virtual I/O port at the server ~~to provide~~<u>interfacing with</u> the client-side device driver at the server with an interface having same function as ~~an~~<u>the client-side</u> I/O port at the client ~~as the client-side I/O port for the client-side device driver at the server~~ by transmitting <u>via a direct local area network communication</u> an input-output control signal received from the client-side device driver at the server to a client-side device handler of the client in communication via ~~a~~<u>the</u> client-side I/O port at the client with the ~~client-side~~ I/O device <u>connected to the client</u>, and by informing the client-side device driver at the server of an event received <u>via the direct local area network communication</u> from the client-side device handler<u>,</u>

<u>wherein the server application transmits an application processing result to the client via TCP/UDP socket communication, based upon the event received from the I/O device connected to the client via the direct local area network communication.</u>

4.   (CURRENTLY AMENDED) A <u>computer</u> client in communication with ~~the~~<u>a</u> <u>computer</u> server <u>executing a server application</u>, comprising:

<u>a controller executing</u>

a client-side device handler ~~to receive~~receiving via a direct local area network communication input-output control for a client-side I/O device, from a client-side device driver at the server through a virtual I/O port in the server,

~~and to transmit~~ transmitting via the direct local area network a client-side I/O device event from the client to the client-side device driver at the server through the virtual I/O port at the server, and

receiving an application processing result from the server via TCP/UDP socket communication, based upon the event of the I/O device connected to the client and transmitted via the direct local area network communication to the server.

5.   (CURRENTLY AMENDED) The computer client according to claim 4, further comprising:

at least one client-side I/O port, which is coupled with the client-side I/O device, and which is controlled by the client-side device driver in the server.

6.   (CURRENTLY AMENDED) The computer client/server system of claim 1, wherein the client-side I/O device is a bar code reader.

7.   (CURRENTLY AMENDED) The computer client/server system of claim 1, wherein the ~~client and server communicate via~~socket communication is over a LAN.

8.   (CURRENTLY AMENDED) The computer client/server system of claim 1, wherein the ~~client and server communicate~~ socket communication is via the WWW.

9.   (CURRENTLY AMENDED) A computer client/server system comprising:

a computer client comprising:

at least one I/O device in communication with the client as a client-side I/O device, and

a controller handling data communication, including an I/O event from the at least one client-side I/O device, via a client-side I/O port in communication with the at least one client-side I/O device; and

a computer server communicably connectable with the computer client and comprising:

a controller <u>executing a server application,</u> functioning as a client-side device driver at the server for input-output control ~~of~~<u>to</u> the client-side I/O port controlling the I/O device connected to the client, and functioning as an interface having same function as the client-side I/O port at the client ~~as the client-side I/O port~~ to the client-side device driver at the server by transmitting <u>via a local area network communication</u> an input-output control received from the client-side device driver at the server to the client controller and informing the client-side device driver at the server of an event received <u>via the local area network communication</u> from the client controller<u>.</u>

wherein the server application transmits an application processing result to the computer client via TCP/UDP socket communication, based upon the event received from the I/O device connected to the client via the direct local area network communication.